

IN THE SPECIFICATION

On page 2 of the Specification, please replace paragraph [4] with the amended paragraph below:

[4] The present patent application claims priority to U.S. provisional patent application having serial no. 60/503,325, filed September 15, 2003. The present application further is a continuation in part of U.S. patent application serial number 09/967,033, filed September 28, 2001, now U.S. Patent No. 6,719,630. ~~That application is a continuation in part of U.S. patent application serial number 09/894,197, filed June 27, 2001~~. The present application is also a continuation in part of U.S. patent application serial number 10/664,228, filed September 16, 2003, now U.S. Patent No. 7,040,620. ~~That application is a continuation in part of U.S. patent application serial number 09/968,952, filed October 1, 2001, now U.S. Patent 6,644,663~~. The present application is also a continuation in part of U.S. patent application serial number 10/245,623, filed September 16, 2002. That application is a continuation in part of U.S. patent application serial number 09/967,055, filed September 28, 2001, now U.S. Patent No. 6,814,665, which claims priority of U.S. provisional application serial number 60/241,384, filed October 17, 2000. Each of the aforementioned applications [[are]] is hereby expressly incorporated by reference into the present application in their entirety.

IN THE SPECIFICATION

On page 42 of the Specification, please replace the Abstract paragraph (lines 5-17) with the amended paragraph below:

A gaming device involving a three-dimensional figure with a plurality of three-dimensional sections, each section having height, width and depth, is disclosed. At least one three-dimensional section is moveable relative to other sections, includes a plurality of three-dimensional fractional images, and may be moved to allow a player to view the three-dimensional fractional images. With the moveable three-dimensional section in one position, the plurality of three-dimensional sections may form at least one whole, integrated three-dimensional image. The gaming device may further include an actuator and controller for moving the moveable three-dimensional section. A method for playing a game using a moveable three-dimensional section to provide an integrated three-dimensional image is also disclosed.

In one embodiment, the present invention is directed to a gaming device comprising a three-dimensional figure. The three-dimensional figure comprises a plurality of three-dimensional sections, each having a height, a width, and a depth. At least one three-dimensional section is moveable relative to the other three-dimensional sections comprising a plurality of three-dimensional fractional images. The moveable three-dimensional section may be positionable to allow a player to view the plurality of three-dimensional fractional images by moving the three-dimensional section. When the moveable three-dimensional section is in at least one position, the plurality of three-dimensional sections form at least one whole, integrated three-dimensional image. The gaming device also comprises an actuator attached to the moveable three-dimensional section and configured to move the moveable three-dimensional section. The gaming device also includes a controller in communication with the actuator and configured to cause the actuator to move the moveable three-dimensional section.